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DAREDEVIL
THE MAN
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IN BATTLE WITH THE PUNISHER
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ONE WAY
50 YEARS
OF CAPTAIN AMERICA
1941 – 1991

USA: All's well at the dojo... until Marion is kidnapped.

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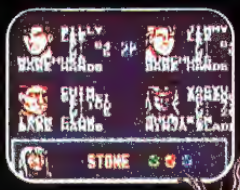

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THE SACRED STONES

DOUBLE DRAGON III

SIMULTANEOUS 2-PLAYER ACTION

THE ARCADE HIT CONTINUES!

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Masters of the Game™

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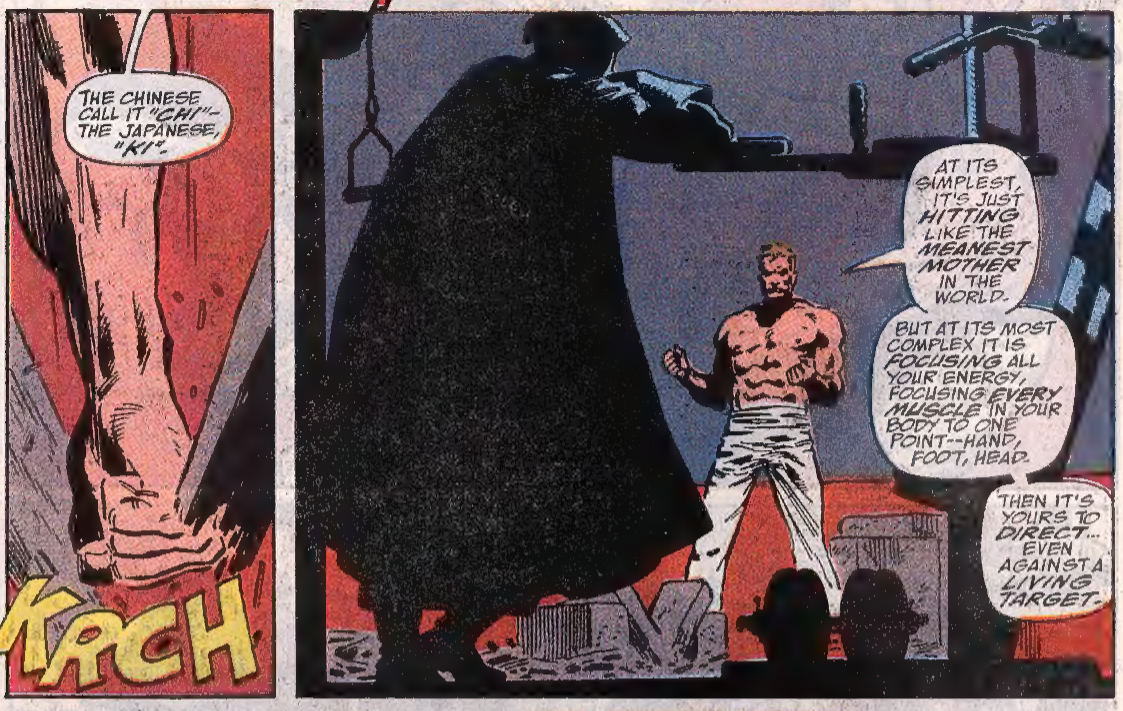
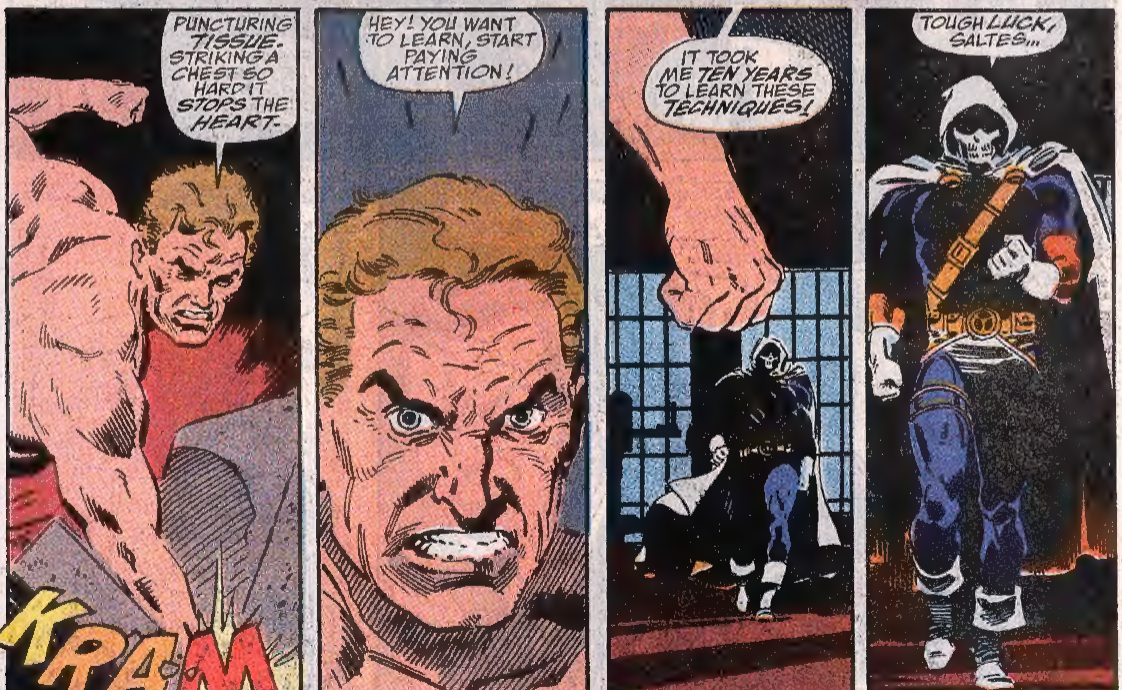
A CHILDHOOD ACCIDENT STOLE HIS SIGHT, BUT, INCREDIBLY, IT ENDOWED YOUNG MATT MURDOCK WITH RADAR VISION AND HEIGHTENED SENSES. ARMED ONLY WITH HIS ATHLETIC PROWESS, BILLY CLUB, AND INDOMITABLE COURAGE, MATT BATTLES INJUSTICE AS A CRIMSON-CLAD GLADIATOR!

STAN LEE PRESENTS: DAREDEVIL, THE MAN WITHOUT FEAR!





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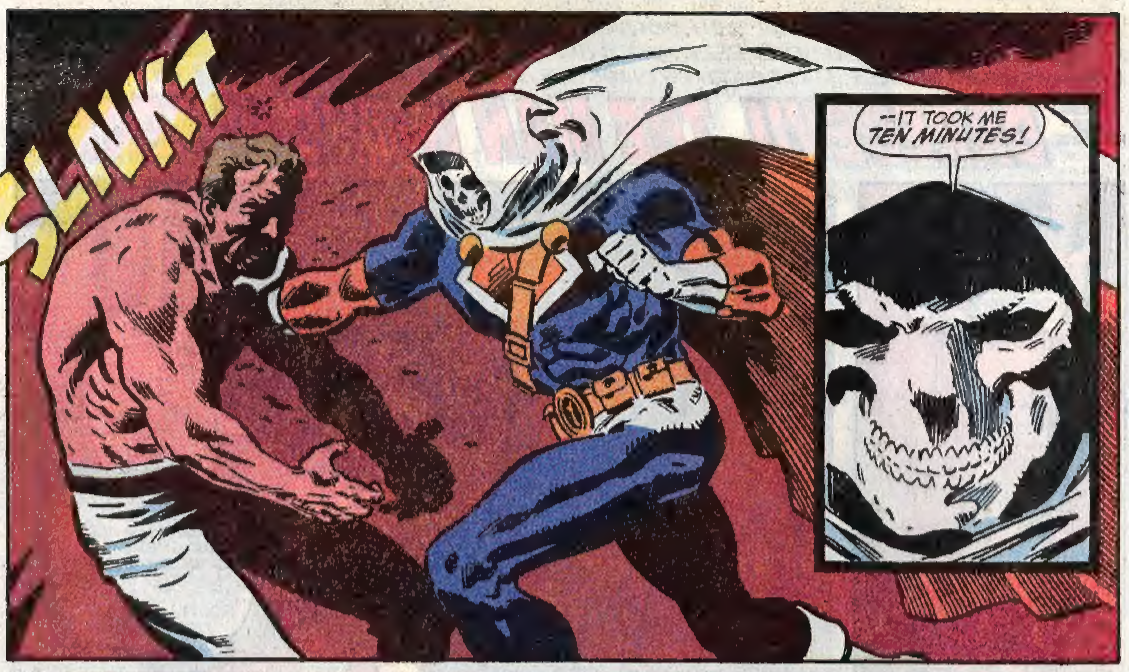
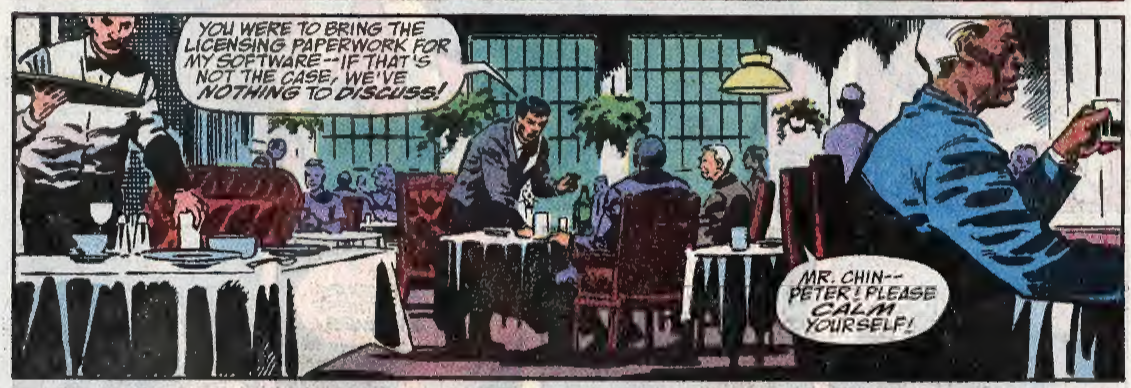

SLNKT
--IT TOOK ME TEN MINUTES!


YOU WERE TO BRING THE LICENSING PAPERWORK FOR MY SOFTWARE--IF THAT'S NOT THE CASE, WE'VE NOTHING TO DISCUSS!
MR. CHIN--PETER! PLEASE CALM YOURSELF!

WE HAD THOUGHT WE COULD HAVE A PLEASANT SOCIAL EVENING AND RESOLVE OUR DIFFERENCES!
INDEED! THAT IS WHY WE THOUGHT YOU HAD YOUR PEOPLE CONTACT US IN THE--
MY PEOPLE HAD NOTHING TO DO WITH THIS!

MY PEOPLE KNOW I'M A BUSY MAN!

MY PEOPLE KNOW MY BUSINESS IS BEING HELD BACK BY OLD MEN AFRAID OF FRESH BLOOD!
I DON'T KNOW WHAT YOU'D HOPED TO GAIN BY LURING ME HERE UNDER FALSE PRETENSES, BUT YOU'RE GOING HOME EMPTY HANDED!
PETER--PLEASE!
CHIN--CHIN, WAIT!

COAT CHECK
I DON'T LIKE BEING TOYED WITH...
S'FUNNY--
GA!
--I WOULDA THOUGHT THAT YOU'D LIKE IT--
--SEEIN' AS HOW YOU'RE SO GOOD AT IT AND ALL!
SNKRT
RIGHT ON SCHEDULE...
EXCUSE ME --I SAID WE'D LIKE OUR COATS.
EXCUSE ME--

NEW YORK, NEW YORK. A CITY SO NICE THEY HAD TO NAME IT TWICE.
LAST YEAR THERE WERE 2200 MURDERS IN THE BIG APPLE. SEVEN MORE BEFORE DAWN OF THE NEW YEAR.
MAKES IT HARD TO SLIP ON THAT "I ♡ NY" TEE SHIRT SOMETIMES.
YOU CAN'T--
BUT ME AND THIS CITY HAVE SOMETHING SPECIAL GOING.
--CAN'T MAKE ME TALK TO YOU--
I WAS BORN AND RAISED HERE, LIVED AND LOVED HERE.
AND I TAKE IT PERSONALLY WHEN ANYONE ADDS TO ITS PROBLEMS.
YOU HORN-HEADED--
VERY PERSONALLY.
I COULD FEEL WARM SUNLIGHT ON MY FACE A MOMENT AGO-- NO MORE.
THE ALLEY'S IN SHADE.
MOTHER A' GOD--
KRAKOOM
THE SUDDEN MUZZLE FLARE IN THE DARKNESS WILL BLIND HIM FOR A SECOND--TIME ENOUGH TO MAKE MY MOVE.
MY HYPERSENSES TRACK THE BULLETS, THE WAVES OF AIR THEY PUSH AHEAD, ALLOWING ME TO TWIST AND TURN OUT OF THEIR PATH.
IT'S A RISKY MANEUVER--

PIZZA DELIVERY!
CHECK IT OUT! NEW PIZZA SHAPED MARSHMALLOWS IN NINJA TURTLES® BRAND SWEETENED CEREAL!
IT'S RADICAL TASTING CEREAL DUDES!
TEENAGE MUTANT NINJA TURTLES CEREAL
NEW
PIZZA-SHAPED MARSHMALLOWS

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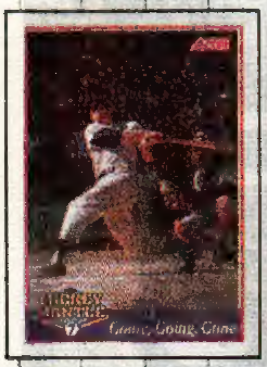
MICKEY MANTLE 7



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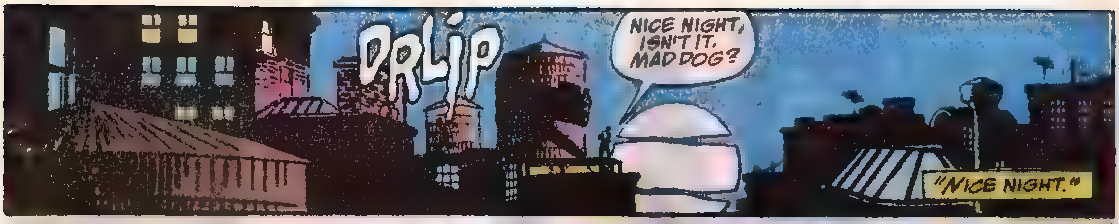
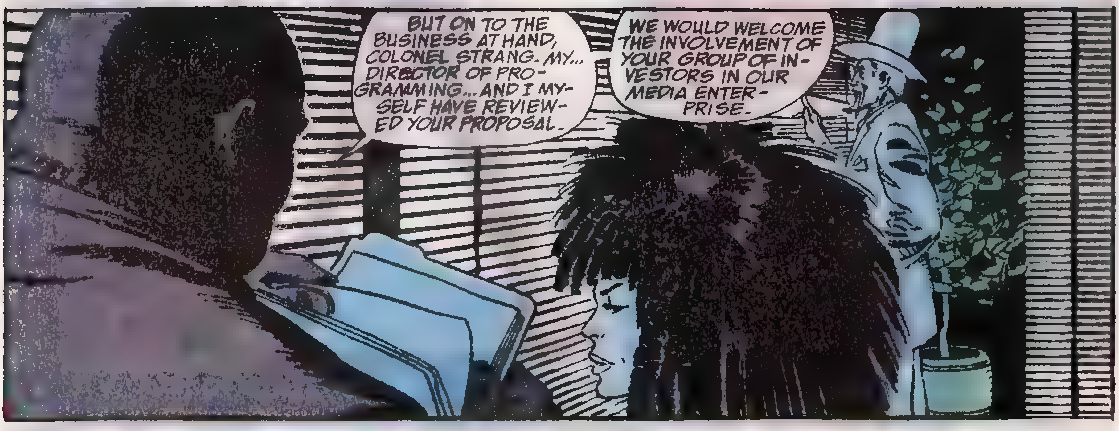
THE OFFICIAL CARD OF THE 1990's™

MMF!
CAN'T MAKE ME--
THERE WERE OTHER OPTIONS, CASS--
--YOU'RE THE ONE TOOK THIS ONE.
H... HEY... HEY...
WHAT IS THIS?!
I'D SAY CHOICE 'D'-- THE STREET THUG GETS HIS.
YOU AIN'T GOT NOTHIN' ON ME, DAREDEVIL--!
AND I DON'T WANT NOTHIN' ON YOU, MAD DOG--TODAY. BUT WHAT YOU'VE GOT--THAT I'LL TAKE!
THERE'VE BEEN A LOT OF KILLINGS LATELY, CASS. MAYBE CONNECTED, MAYBE NOT.
ONE OF THEM WAS YOUR PAL, ERNIE SALTES. HE SPENT A LOT OF TIME TEACHING SHADY CHARACTERS ANTI-SOCIAL CHOPSUEY STUFF...
... WHAT IF ONE OF THEM TURNED THE TABLES ON ERNIE?
WHAT DO YOU THINK, MAD DOG? ANY OF ERNIE'S CLIENTELE CAPABLE OF THAT?

HERE'S YOUR ANSWER, HORNHEAD!
PTTH!
SUIT YOUR-SELF.
thrnt
HEY-- HEY!
WHADDA YOU THINK? THIS CLOSE CALL CRUD IS GONNA BREAK ME?
GONNA HAVETA DO BETTER, RED!
GONNA HAVETA DO--
DRIP
MOTHER A'GOD!


DRIP
NICE NIGHT, ISN'T IT, MAD DOG?
"NICE NIGHT."

THE SKYSCRAPER HEADQUARTERS OF THE KINGPIN OF CRIME...
IT IS A THOUGHT THAT HAS CROSSED MY MIND EVERY NOW AND THEN...
...WHAT WITH ALL THEM LIGHTS SPARKLING AND THE PEOPLE--SO TINY--LIKE BUGS OR SOMETHIN'!
EVER FIND YOURSELF THINKING THAT, MR. FISK?

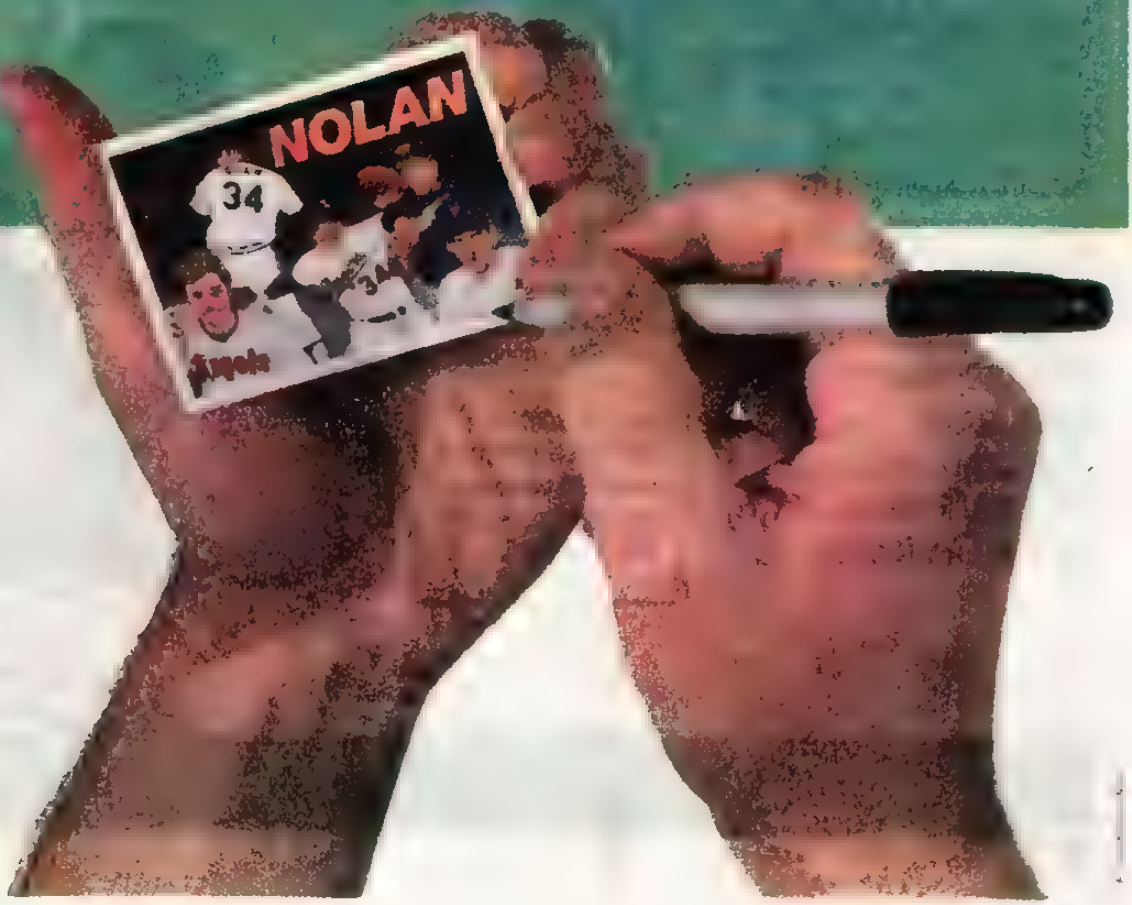

BUT ON TO THE BUSINESS AT HAND, COLONEL STRANG. MY... DIRECTOR OF PROGRAMMING... AND I MYSELF HAVE REVIEWED YOUR PROPOSAL.
WE WOULD WELCOME THE INVOLVEMENT OF YOUR GROUP OF INVESTORS IN OUR MEDIA ENTERPRISE.

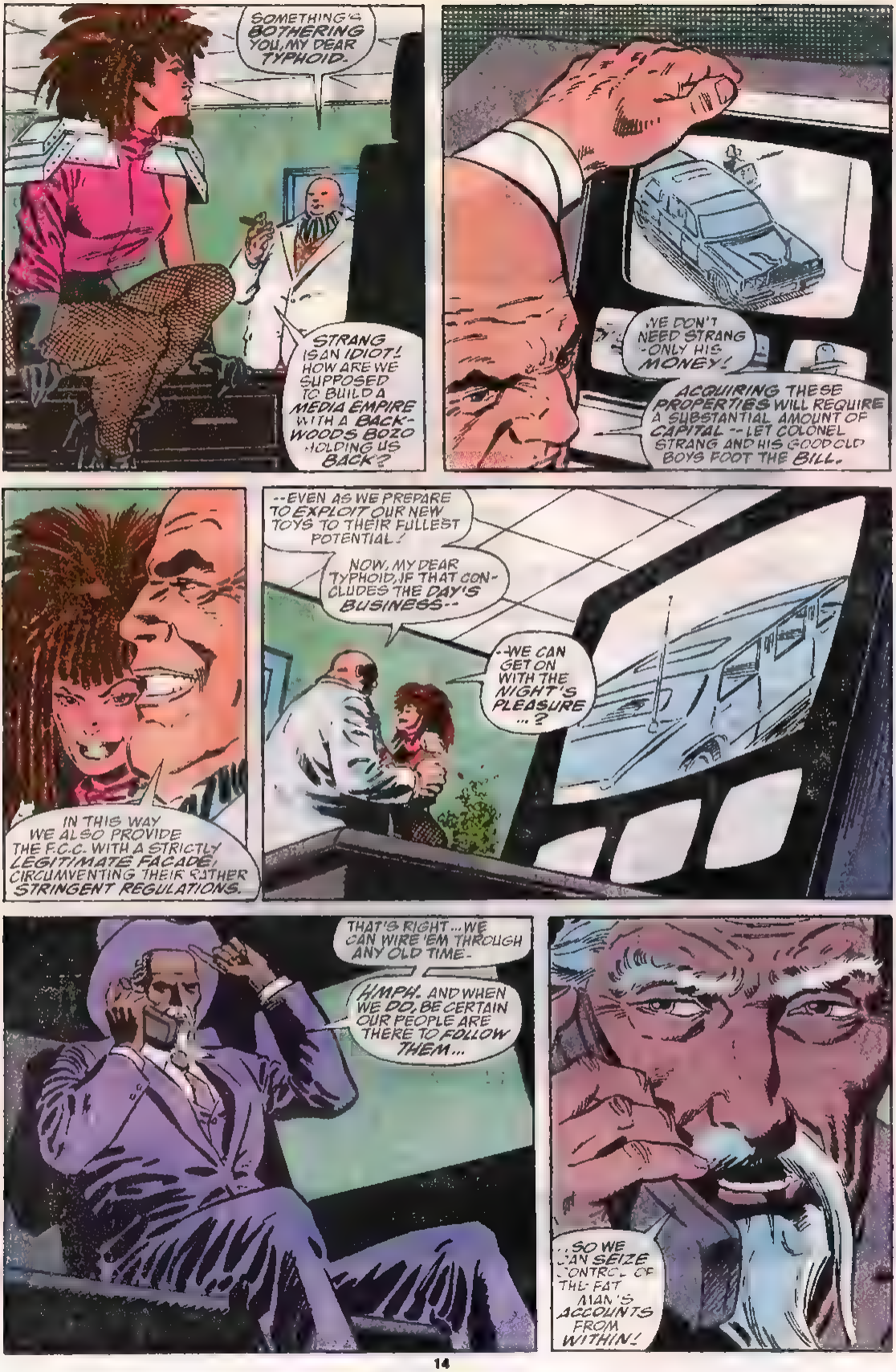
YOU WOULD? I SAY, YOU WOULD!
THAT'S EXCEPTIONAL NEWS, SIR--EXCEPTIONAL!

NOW SOME A' MY INVESTORS... THEY WAS A MIGHT UNCOMFORTABLE MY APPROACHIN' YOU... WHAT WITH YOUR REPUTATION AN ALL--
--NO OFFENSE, SIR!
NONE TAKEN.
BUT I TOLD 'EM WILSON FISK WAS FIRST AND FOREMOST A LEGITIMATE BUSINESSMAN, OFFERIN' US A GROUND FLOOR OPPORTUNITY!

WE'RE GONNA MAKE A LOTA' MONEY TOGETHER MR. FISK. A LOTA' MONEY! I'LL WIRE THE FUNDS IMMEDIATELY!
GOOD DAY TO YOU, SIR, MA'AM.

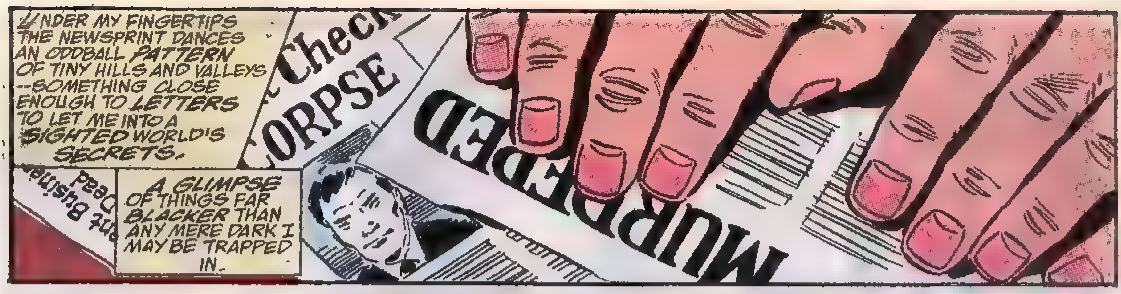
NOLAN SIGNS.

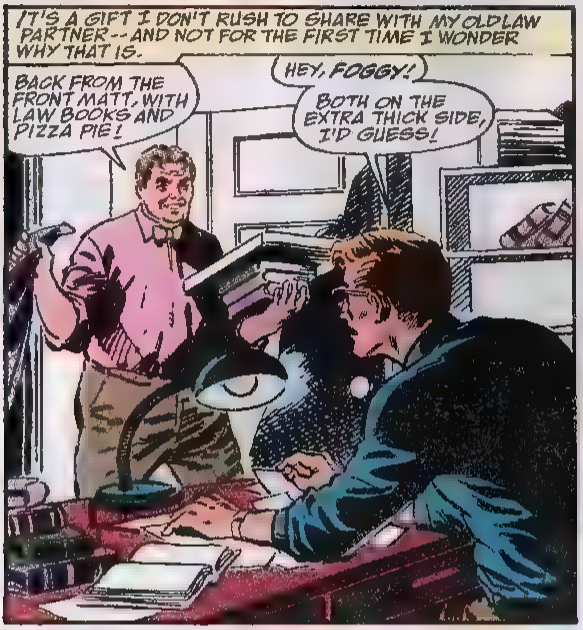


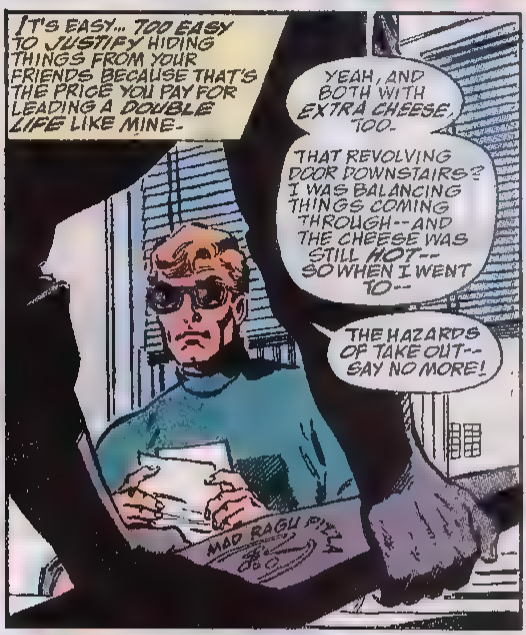

SOMETHING'S BOTHERING YOU, MY DEAR TYPHOID.
STRANG IS AN IDIOT! HOW ARE WE SUPPOSED TO BUILD A MEDIA EMPIRE WITH A BACK-WOODS BOZO HOLDING US BACK?
WE DON'T NEED STRANG -ONLY HIS MONEY!
ACQUIRING THESE PROPERTIES WILL REQUIRE A SUBSTANTIAL AMOUNT OF CAPITAL -- LET COLONEL STRANG AND HIS GOOD OLD BOYS FOOT THE BILL.
IN THIS WAY WE ALSO PROVIDE THE F.C.C. WITH A STRICTLY LEGITIMATE FACADE, CIRCUMVENTING THEIR RATHER STRINGENT REGULATIONS.
--EVEN AS WE PREPARE TO EXPLOIT OUR NEW TOYS TO THEIR FULLEST POTENTIAL!
NOW, MY DEAR TYPHOID, IF THAT CONCLUDES THE DAY'S BUSINESS--
--WE CAN GET ON WITH THE NIGHT'S PLEASURE ...?
THAT'S RIGHT ... WE CAN WIRE 'EM THROUGH ANY OLD TIME-
HMPH. AND WHEN WE DO, BE CERTAIN OUR PEOPLE ARE THERE TO FOLLOW THEM ...
..SO WE CAN SEIZE CONTROL OF THE FAT MAN'S ACCOUNTS FROM WITHIN!

GAA!
ALL RIGHT, MAN! ALL RIGHT! JUST MAKE IT STOP!!
DRIP
NOW YOU'RE TALKING! OR AT LEAST YOU WILL BE!
TELL ME A STORY, CAGG--!
I DIDN'T KNOW, MAN! I DIDN'T KNOW NUTHIN'!
ALL I KNOW IS THE LAST GUY I PUT ON TO SALTES --IT WAS TASK-MASTER, MAN!
YOU KNOW, DUDE WHO PICKS UP ON WHAT-EVER HE SEES! IMITATES LIKE A SUN-UVA GUN!
SO ON.
DRIP
I THOUGHT IT WAS ON THE UP AND UP, RED! THOUGHT HE JUST WANTED BRUCE LEE LESSONS!
I DIDN'T KNOW NOTHIN'D HAPPEN TO SALTES--I SWEAR!

DRIP
I DIDN'T KNOW NUTHIN'...
YOU KNOW, CASS, THERE'S STILL TIME TO KEEP THAT FROM BEING YOUR EPITAPH...
HEY, YER GONNA LET ME DOWN, AREN'T YA? AREN'T YA? AREN'T--
"REPENT YE SINNERS", AND ALL THAT?
YAAAA--!
JUST SOMETHING TO THINK ABOUT..
OH, YEAH--
--OH YEAH DRY OH SWEET MOTHER A'GOD NEVER GO NEAR WATER AGAIN--
STAY CLEAN, MAD DOG-- SO TO SPEAK.
WRIGHT'S LAUNDRY
NEVER WASH GO SWIMMIN' ASK FOR IT IN A RESTAU-RANT OH SWEET MOTHER...

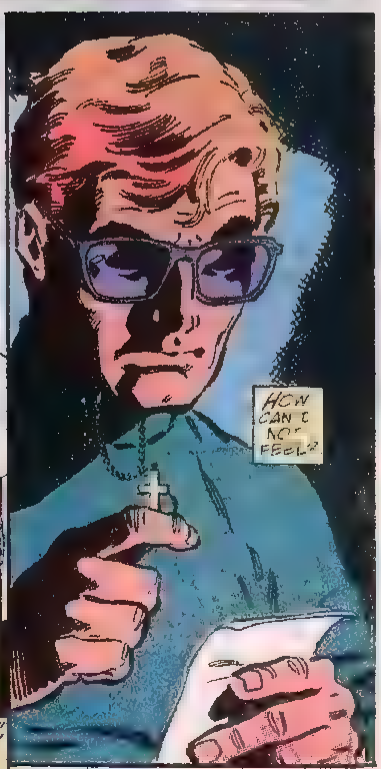

UNDER MY FINGERTIPS THE NEWSPRINT DANCES AN ODDBALL PATTERN OF TINY HILLS AND VALLEYS --SOMETHING CLOSE ENOUGH TO LETTERS TO LET ME INTO A BENIGHTED WORLD'S SECRETS.
A GLIMPSE OF THINGS FAR BLACKER THAN ANY MERE DARK I MAY BE TRAPPED IN.
MURDERED

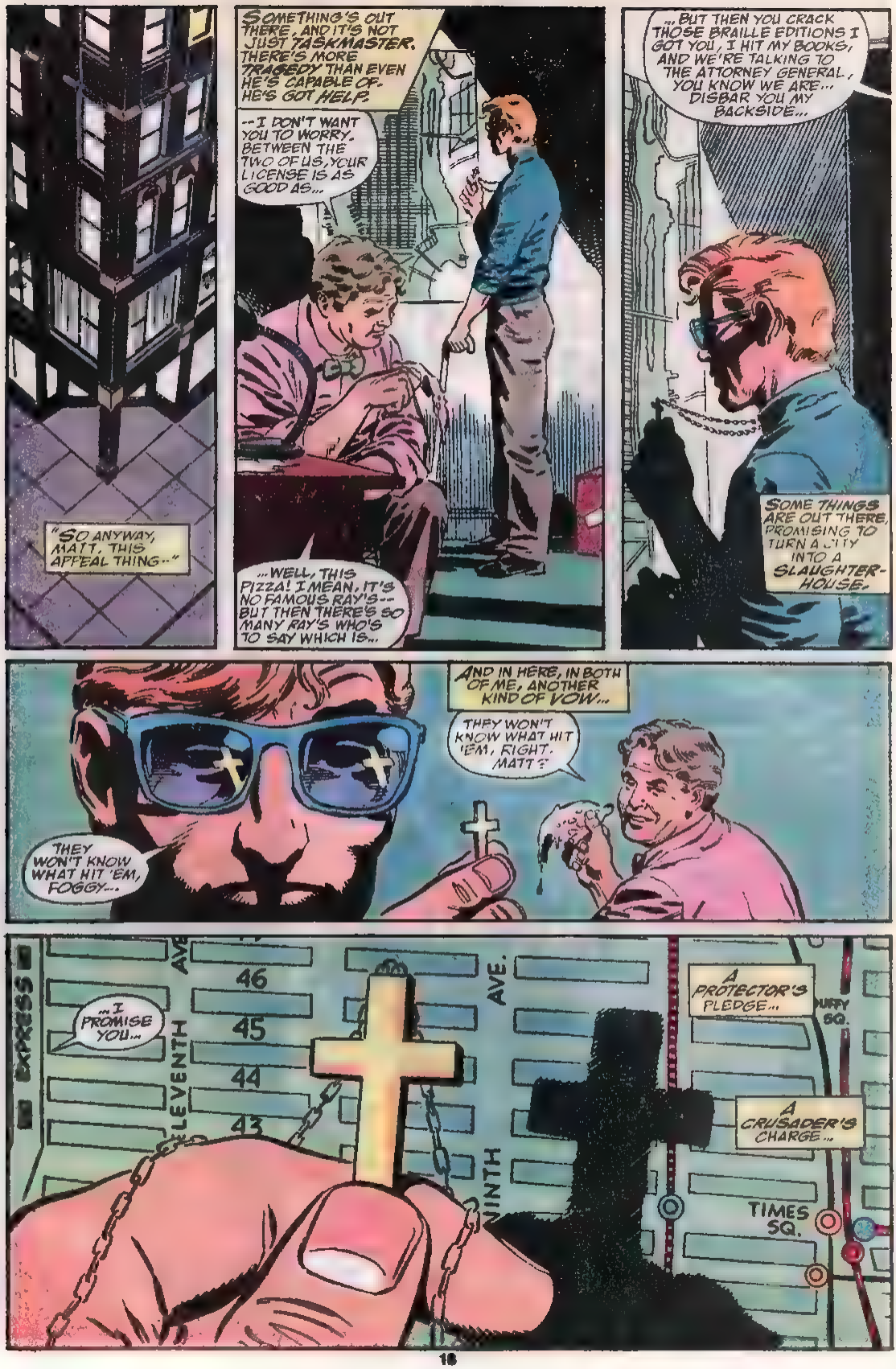

IT'S A GIFT I DON'T RUSH TO SHARE WITH MY OLD LAW PARTNER--AND NOT FOR THE FIRST TIME I WONDER WHY THAT IS.
BACK FROM THE FRONT MATT, WITH LAW BOOKS AND PIZZA PIE!
HEY, FOGGY!
BOTH ON THE EXTRA THICK SIDE, I'D GUESS!


IT'S EASY... TOO EASY TO JUSTIFY HIDING THINGS FROM YOUR FRIENDS BECAUSE THAT'S THE PRICE YOU PAY FOR LEADING A DOUBLE LIFE LIKE MINE-
YEAH, AND BOTH WITH EXTRA CHEESE, TOO-
THAT REVOLVING DOOR DOWNSTAIRS? I WAS BALANCING THINGS COMING THROUGH--AND THE CHEESE WAS STILL HOT--SO WHEN I WENT TO--
THE HAZARDS OF TAKE OUT--SAY NO MORE!
MAD RAGU PIZZ

TAKING A BREAK?
YEAH... THESE, UH, JUST SOME COUPONS. HAD A SERVICE CLIP THEM FOR ME.
BUT HIDDEN THINGS LOST ME MY FRIENDS NOT LONG AGO--AND GAVE THE KINGPIN WHAT HE NEEDED TO BRING BOTH MY LIVES CRASHING DOWN AROUND ME.

WELL, YOU'VE HAD YOUR FUN, BUT WE'VE STILL GOT A LOT OF WORK TO DO ON YOUR APPEAL...
...AFTER A SLICE, THAT IS!
IT'S GOOD TO KNOW YOU HAVE YOUR PRIORITIES STRAIGHT, NELSON.
NOW FOGGY WANTS TO HELP ME REBUILD THIS ONE--AND YET I'M FOREVER PULLED TO THE OTHER.
I TRY TO IGNORE ITS CALL, BUT HOW CAN I NOT FEEL WHAT MY FINGERS "READ"?
"FIND NO MOTIVE FOR THE KILLING", "WIDOWED AFTER ONLY ONE YEAR OF", "LEAVING THREE CHILDREN TO MOURN THE LOSS:"


HOW CAN I NOT FEEL?


"SO ANYWAY, MATT, THIS APPEAL THING--"
SOMETHING'S OUT THERE, AND IT'S NOT JUST TASKMASTER. THERE'S MORE TRAGEDY THAN EVEN HE'S CAPABLE OF. HE'S GOT HELP.
--I DON'T WANT YOU TO WORRY. BETWEEN THE TWO OF US, YOUR LICENSE IS AS GOOD AS...
...WELL, THIS PIZZA! I MEAN, IT'S NO FAMOUS RAY'S-- BUT THEN THERE'S SO MANY RAY'S WHO'S TO SAY WHICH IS...
...BUT THEN YOU CRACK THOSE BRAILLE EDITIONS I GOT YOU, I HIT MY BOOKS, AND WE'RE TALKING TO THE ATTORNEY GENERAL, YOU KNOW WE ARE... DISBAR YOU MY BACKSIDE...
SOME THINGS ARE OUT THERE, PROMISING TO TURN A CITY INTO A SLAUGHTER-HOUSE.
THEY WON'T KNOW WHAT HIT 'EM, FOGGY...
THEY WON'T KNOW WHAT HIT 'EM, RIGHT, MATT?
AND IN HERE, IN BOTH OF ME, ANOTHER KIND OF VOW...
...I PROMISE YOU...
A PROTECTOR'S PLEDGE...
A CRUSADER'S CHARGE...
EXPRESS
ELEVENTH AVE
NINTH AVE.
46
45
44
43
TIMES SQ.

"HARD AS MARBLE, COLD AS ICE. CATCHY TOMBSTONE -- VERY CATCHY!"
BUT NOT WHAT I HEAR! RUMOR HAS IT THERE WAS THIS NOT-SO-LITTLE BLOW-UP TORE YOU AND YOUR REP UP SOME!
WHAT ARE YOU NOW? "HARD AS ICE CREAM, COLD AS--"
ANY SETBACKS I MAY HAVE SUFFERED ARE NONE OF YOUR BUSINESS, TASKMASTER
LET'S LEAVE IT AT THAT--
--AND GET ON WITH WHAT WE'RE HERE FOR!
I'VE GOT THIRTY SIX CONFIRMED HITS, THE WHOS AND HOWS ALL BY THE RULES OF--
SAVE YOUR NOTES FOR THE JUDGES, TOMB-- I COULDN'T CARE LESS!
ME, I'M KEEPIN' MINE RIGHT UP HERE!
SO WHEN THEY ASK, I CAN SHOW THEM-- 'CAUSE I CAN SEE IT ALL IN MY HEAD, YOU KNOW, OVER AND OVER AND--
"THIS NECK TWISTED JUST LIKE THAT"! I'LL SAY--!
"LET ME SHOW YOU HOW I KICKED THE CHEST AND HER LUNGS COLLAPSED." I'LL TELL THEM!

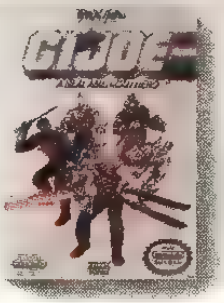
"YOU WANTED HEADS TO ROLL", I'LL REMIND THEM--
-- "I ROLLED 'EM FOR YOU!"
DON'T EVER-- DON'T YOU EVER--!
THEY SAID HANDS OFF EACH OTHER--
--AND YOU BETTER THANK GOD I WANT TO WIN THIS THING ENOUGH TO PLAY BY THEIR RULES!
YEAH... KOFF! LUCKY ME...
THERE'S NO QUESTION AS TO HOW RUTHLESS AND VICIOUS THESE TWO CAN BE...
BUT AS TO WHAT'S SPONSORING THEIR HELLISH CONTEST-- THERE'S A QUESTION NEEDS ANSWERING BEFORE WHATEVER IT IS DECIDES TO FOLLOW IN TASKMASTER AND TOMBSTONE'S BLOODY FOOTSTEPS!

YOU'RE NOT THE ONLY ONE WAITING FOR G.I. JOE.

So is that blue-hooded hell raiser, Cobra Commander.®

But you can help squash this terrorist and his boys, with the new G.I. Joe Video Game for the Nintendo. Your mission: lead Snake Eyes,™ Blizzard,™ Duke,™ Captain Grid-Iron™ and Rock & Roll™ in do-or-die combat against Cobra Commander and the COBRA® forces.

Choose your G.I. Joe character, your weapons and start blasting your way through Antarctica, the Sahara, the jungle, and worst of all, the sewers of New York. Get to level six, get Cobra Commander, and it's mission accomplished. Of course, your first mission is to get the new G.I. Joe Video Game.



TAXAN®

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GETTING HERE WAS EASY-- TASKMASTER'S HEARTBEAT, HIS SWEAT, HONING SIGNALS FOR MY SENSES TO LOCK ON TO.
GETTING WHAT I WANT TO KNOW OUT OF THESE KILLERS IS ANOTHER MATTER.

THAT'S--
HEARD SOME-THING--

--UP ABOVE.

METAL GRINDING ON CONCRETE. THE SWAYING CREAK OF A ROPE PULLED TIGHT.

THAT HEARTBEAT--I KNOW IT. STRONG, HEAVY-- CHILLING IN ITS METHODICAL STEADINESS--

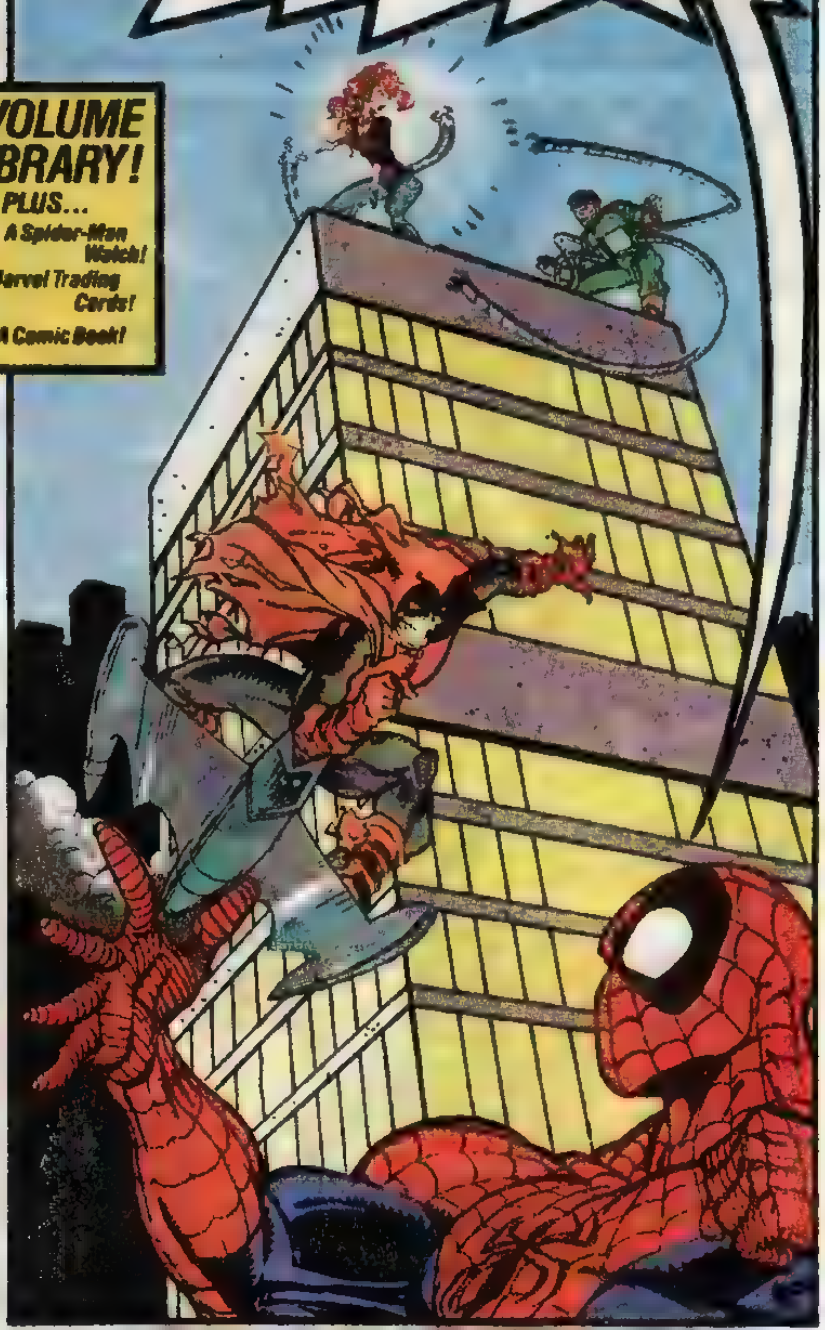
HE'S IN PLACE. HE WON'T HESI-TATE.

NEITHER WILL I.
NO!
WHA--? Oh, no --

HELP ME SAVE MARY JANE!

CALL 1-900-740-8888

$1.75 FIRST MINUTE; 95¢ EACH ADDITIONAL MINUTE. MAXIMUM CALL 3 MINUTES.



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1. Spider-Man Trivia Game, sponsored by Phone Programs USA Inc. ("PPI") and Marvel Entertainment Group, Inc. ("Marvel"), is an interactive telephone game of skill requiring knowledge of the "Spider-Man" character as found in various Marvel publications. **2.** Game runs 3/8/91–5/31/91. **3.** Touchtone callers may play by dialing 1-900-740-8888, anywhere in the continental United States, 24 hours a day. **4.** No minimum age but anyone under 18 must get parental permission before calling. Prizes won by persons under 18 shall be awarded in their name to their parent(s) or legal guardian(s). **5.** Each call is $1.75 for the first minute and $.95 for each additional minute. Maximum 3 minutes. Limit 4 calls per week, per household. **6.** Callers shall hear an introduction to the game and his telephone number shall be captured for call limiting purposes. The caller has 2 minutes to advance as far as possible. Each call is a separate game. **7.** Game begins at Question 1. Callers have 3 opportunities to correctly answer any 1 of 20 multiple choice questions or the game ends. If he answers any 1 correctly, the caller goes on to Question 2. **8.** Question 2 is a set of fill-in questions. The caller has 3 opportunities to answer correctly any 1 of 20 questions or the game ends. If he answers any 1 correctly, the caller goes on to Confrontation Round One. **9.** In Confrontation Round One, the caller is challenged by 1 of 2 opponents which shall rotate randomly. Each opponent has 4 scenarios which shall rotate. The caller gets 1 randomly-selected scenario per call. If he responds correctly, the caller goes on to Question 3 or the game ends. **10.** The third set of questions are multiple choices with 3 opportunities to answer any 1 of 20 questions correctly and advance to Question 4 or the game ends. **11.** Question 4 is a set of fill-in questions. The caller must answer in 3 tries, any 1 of 20 questions correctly to continue on to Question 5 or the game ends. **12.** Question 5 is a set of multiple-choice questions. The caller must answer correctly in 3 tries, any 1 of 20 questions to get to Confrontation Round Two or the game ends. **13.** In Confrontation Round Two, the caller gets the opponent he did not get in Confrontation Round One. The opponent has 4 rotating scenarios. The caller shall be given 1 randomly-selected scenario per call. If the caller responds correctly, he goes on to Question 6 or the game ends. **14.** Question 6 is a set of fill-in questions. The caller must answer in 3 tries, any 1 of 20 questions correctly to continue on to Question 7 or the game ends. **15.** Question 7 is a set of multiple-choice questions. The caller must answer any 1 of 20 questions correctly in 3 tries or the game ends. If he answers correctly, he wins a prize and goes on to the Final Question. **16.** Question 8 is 1 fill-in question. If the caller answers correctly, he wins a prize. If he has not exhausted time, he shall return to the same question in Question 8 and attempt to answer it correctly until the time is up. **17.** The caller then shall be told what prize(s) he won and given a prize claim number and instructed how to claim his prize. He must forward the prize claim by 6/31/91. **18.** The prize for the First Level is a Marvel comic book; the Second Level prize is a comic book and trading card pack; for the Third Level a comic book, trading card pack and watch, and for the Fourth Level, a comic book, trading card pack, watch, and "The Official Handbook of the Marvel Universe" a 10 volume collection. All prizes have been provided at cost by Marvel Entertainment Group, Inc.; each prize valued under $25. **19.** PPI and Marvel reserve the right to add or replace questions at any time and cancel the game at any time. Players waive any claim or right in the event of any ambiguity or error in any questions or answers; and, by entering, players agree to be bound by and subject to these official rules and to be subject to the decisions of PPI and Marvel whose decisions are final. Players acknowledge that the correct answers to all questions are those provided and validated by PPI and Marvel. **20.** Sponsors and their Service Provider are not responsible or liable for incorrect or inaccurate entry of information by callers, technical malfunctions of the telephone network, computer equipment, software or any combination thereof, or lost or delayed data transmissions. **21.** Void where prohibited. Employees and families of PPI, Marvel, Call Interactive, and their affiliated companies are not eligible. All federal, state and local laws and regulations apply. **22.** Free Rules may be obtained in person from PPI, 919 Third Avenue, New York, New York 10022, during normal business hours, or write "Spider-Man Trivia," c/o PPI, P.O. Box 7012, FDR Station, New York, New York 10022.

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You must have a touchtone phone to play.

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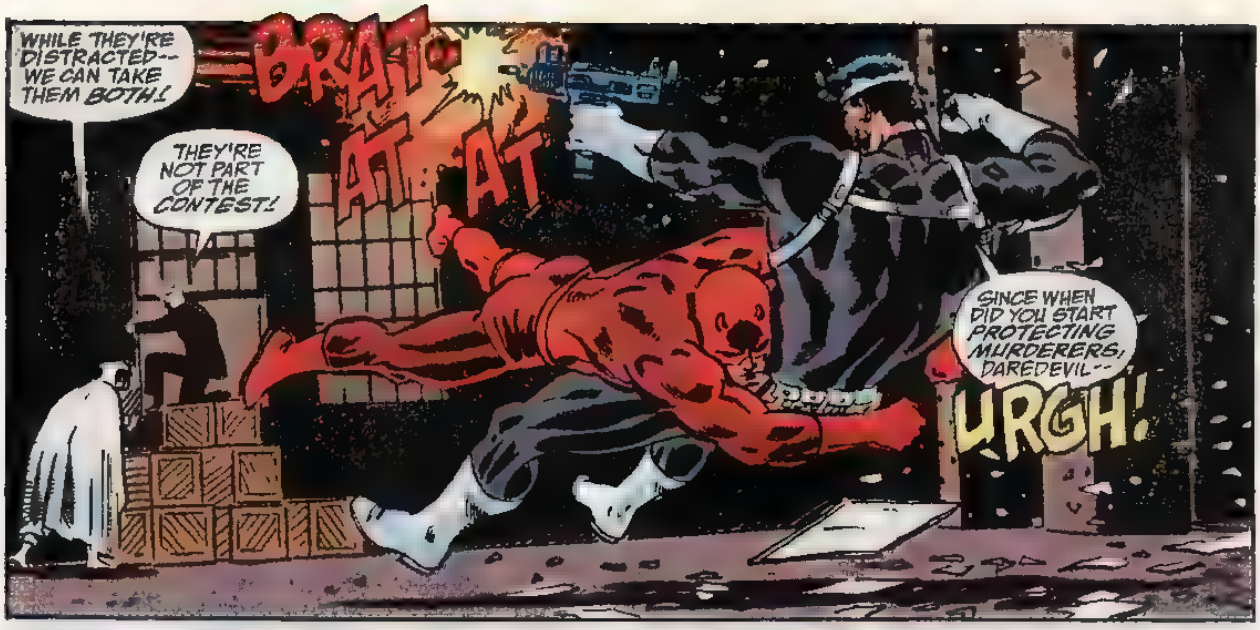
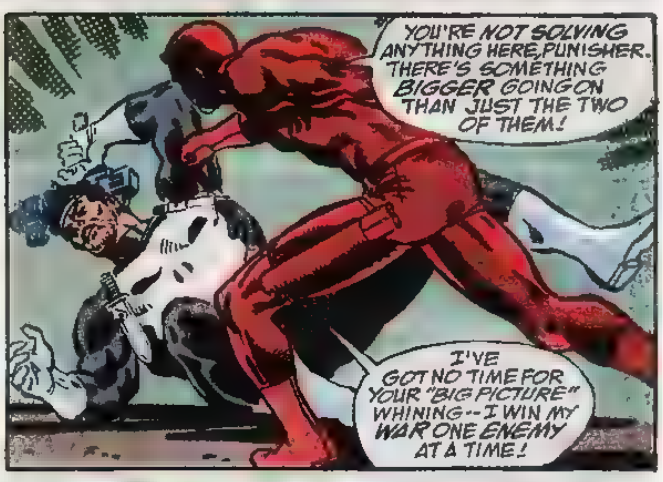
I'M NOT ABOUT TO STAND BY AND SEE THE BUTCHERY THESE TWO HAVE BEEN PRACTICING ADDED TO--
BOTH OF YOU-- DOWN!
KRASH
--BY SOME SELF-APPOINTED JUDGE, JURY AND EXECUTIONER.
BUDDA BUDDA BUDDA


WHILE THEY'RE DISTRACTED-- WE CAN TAKE THEM BOTH!
BRAT
AT
AT
THEY'RE NOT PART OF THE CONTEST!
SINCE WHEN DID YOU START PROTECTING MURDERERS, DAREDEVIL--
URGH!

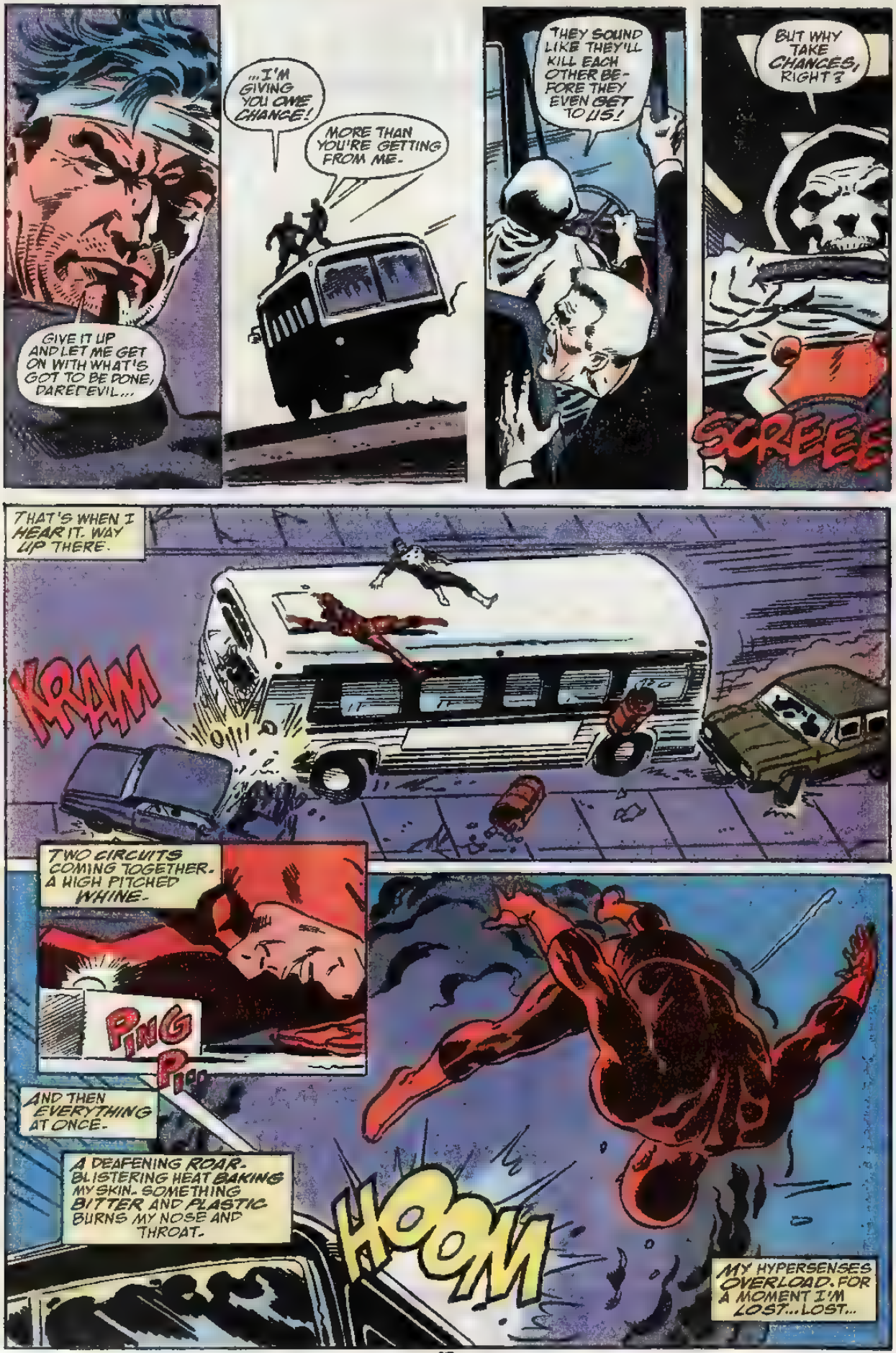
THE CONTEST! THE CONTEST! WHAT IS IT YOU WANT SO BAD TOMB?
LIKE SO MANY THINGS, TASK-MASTER--THAT'S NONE OF YOUR BUSINESS!


YOU'RE NOT SOLVING ANYTHING HERE, PUNISHER. THERE'S SOMETHING BIGGER GOING ON THAN JUST THE TWO OF THEM!
I'VE GOT NO TIME FOR YOUR "BIG PICTURE" WHINING--I WIN MY WAR ONE ENEMY AT A TIME!

THWCK
YOU'RE LUCKY YOU ONLY GET THIS END!

NO DRINKING
WHAT A LIFE. AND RALPH KRAMDEN ALWAYS MADE IT LOOK SO GLAMOROUS...

LET'S GO.
hsss
TOKENS OR EXACT CHANGE ONLY--
ONLY--
OH, NO...
YOU MEAN HE WON'T BREAK A TWENTY?
OH, HE'L... BREAK.
HEY-- HEY-!
KEERASH
SCREEE
OPEN SESAME.
PING PING


GIVE IT UP AND LET ME GET ON WITH WHAT'S GOT TO BE DONE, DAREDEVIL...
...I'M GIVING YOU ONE CHANCE!
MORE THAN YOU'RE GETTING FROM ME.
THEY SOUND LIKE THEY'LL KILL EACH OTHER BE-FORE THEY EVEN GET TO US!
BUT WHY TAKE CHANCES, RIGHT?
SCREEE
THAT'S WHEN I HEAR IT. WAY UP THERE.
KRAM
TWO CIRCUITS COMING TOGETHER. A HIGH PITCHED WHINE-
PING
PING
AND THEN EVERYTHING AT ONCE-
A DEAFENING ROAR. BLISTERING HEAT BAKING MY SKIN. SOMETHING BITTER AND PLASTIC BURNS MY NOSE AND THROAT.
HOOM
MY HYPERSENSES OVERLOAD. FOR A MOMENT I'M LOST... LOST...

MARVEL COMICS BULLPEN BULLETINS MARVEL COMICS

STAN LEE'S SOAPBOX

Hi, Heroes! It's homage time! That's right, it's time for us to pay tribute to as great a bunch of people as you'll find anywhere — and this is one of the rare occasions when I'm not referring to our own Bullpen geniuses!

This Soapbox Salutation is in honor of the burgeoning ranks of enthusiastic purveyors of one of the world's most popular forms of entertainment; in other words, let's hear it for all the wonderful *comic book store owners and managers* wherever they may be!

Some of our younger readers may not realize it, but there was once a time when there were no comic book stores! The only places to buy comics were the usual spots where magazines are sold; supermarkets, newsstands and the rapidly disappearing mom-and-pop "candy stores" that used to grace almost every street corner of our cities.

Sure, you could buy comics there—but that's all you could do! There was no one to discuss them with, no one to trade them with, no one to save special copies for you or to give you tips about issues you might otherwise have missed. Everything was totally impersonal; you walked up to the magazine rack, hoped to find an issue you wanted, bought it and left.

But how things have changed! Now, virtually every city with more than two and a half residents has at least one comic book store where you're able to find all the latest issues of your favorite mags as well as catch up on the back numbers you've missed. It's a place where you can meet with other enthusiastic comic book fans and shmooze to your heart's content. In short, it's a welcome oasis of color and excitement in life's desert of the mundane!

So here's to all those who bring us those cultural comic book havens of happiness we have grown to know and love! Mighty Marvel doth doff its hat to thee; ye are officially No-Prized, one and all, in perpetuity!

Excelsior!

Stan

MARCH comes in like a griffin and goes out like a phoenix — at least that's the way it works in the Marvel Universe. Lately there have been so many comings and goings here at Mighty Marvel, it's beginning to feel like graduation day for Menudo.

We'll do our part to fill you in on all the big changes. What you do with this information once it's presented to you, we'll leave to your own discretion.

It all started with **Jim Galton,** who is much like the month of March, in that he usually comes in like a hawk, and goes out like a dove. Jim was Marvel's President and Chief Executive Officer, but he was recently promoted to the position of Chairman of the whole Marvel Entertainment Group, Inc. Taking over Jim's previous position as P/CEO is **Terry Stewart,** who is known to come in like a charging bull elephant, and go out like a sea otter.

Meanwhile, over in Editorial, there have been shake-ups a 'plenty. **Jim Salicrup,** who has been known to come in like a wildebeest and go out like a three-toed sloth, will no longer be the master of Spider-Man's fate. After guiding all the Spider-Man titles to new and greater heights for the past few years, Jim has been promoted to the newly-spawned title of Special Projects Editor.

But don't worry — **Bob Budiansky,** who comes in like an aardvark and goes out like a platypus, will still be Marvel's Editor in Charge of Special Projects. Bob is also busy writing his new SLEEPWALKER series, so you'll be seeing plenty of his work in the near future. Marvel has so many special projects these days, it takes at least two editors to handle them all. Of course, we like to think *all* our projects are special!

Jim will still be keeping three of his old titles — MARVEL AGE, TOXIC AVENGER, and the ultra-reprintable new SPIDER-MAN book. But the lion's share of the Spider-Man books will be passed over to **Danny Fingeroth,** who on at least one occasion has come in like a llama and gone out like an orangutan. But what will happen to Danny's old books, you may ask?

Well, he'll be keeping some but others will be given to other editors. Some of them may end up going to our newest managing editor, **Renée Witterstaetter,** who generally comes in like a palomino pony and goes out like a swan. Renée will continue to edit WHAT THE—?!, will inherit SHE-HULK, and will be handling a few other titles *to be announced.* Taking Renée's place as **Craig Anderson's** assistant is **John Lewandowski,** formerly Warehouse Manager in our reproduction department. You didn't hear it from us, but John has been known on occasion to come in like a polar bear and go out like a titmouse.

In the midst of all this hoopla, we bid a fond farewell to **Bobbie Chase**'s assistant editor, **Gary Barnum,** who had come in a year ago like a poodle, and went out like a porcupine. Gary has returned to the warmer and, as some may say mellower, climes of sunny California. Just remember, Gary, that California may have surfing and great weather and more blondes, but New York has a higher percentage of hand-gun murders!

Replacing Gary is **Chris Cooper,** who, and this is strictly on the QT, one time came in like a horned toad, and went out like a wombat. Taking over Chris's previous job as **Rob Tokar**'s assistant (and submissions editor) is **Sarra Mossoff,** who comes in like a mink, and goes out like an iguana.

Stepping into Sarra's shoes as Editorial Assistant is former intern **Mark Powers,** who is doing an admirable job, considering the difference in foot-size between Mark and the rather dainty Sarra. Now, this is second-hand, so don't quote us on this; but Mark generally comes in like a magpie and goes out like a guppie.

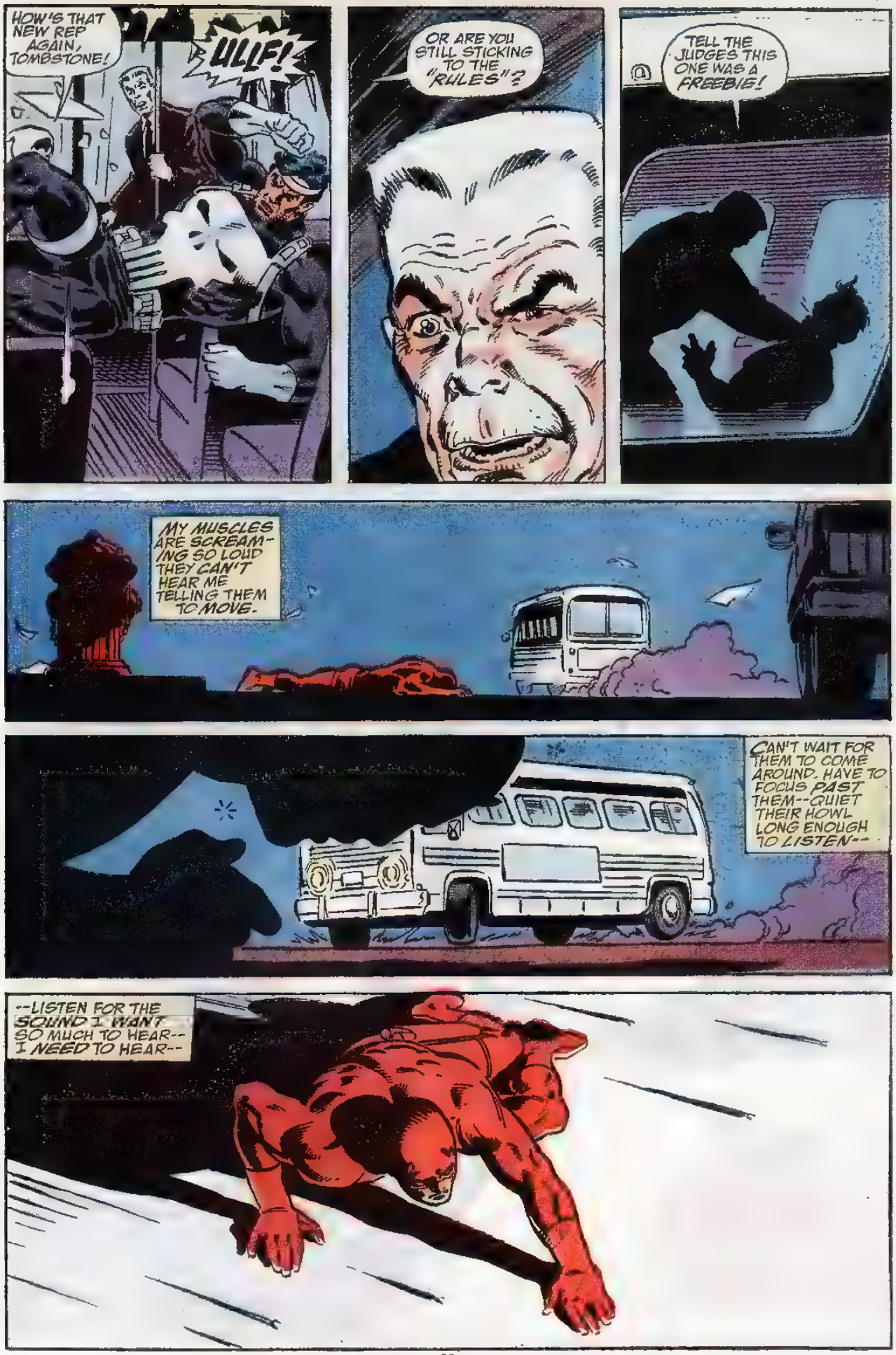
It's apparently a good time to be a female editor at Marvel, as **Marie Javins** has been promoted from **Marcus McLaurin**'s assistant to full Epic Editor. Marie is perhaps best known for her ability to come in like a zebra and go out like a small marsupial mammal, such as an opossum. Marcus will be keeping HELLRAISER, NIGHTBREED, the upcoming HELLRAISER/NIGHTBREED crossover, JIHAD, and ALIEN LEGION, while Marie inherits AKIRA, GROO, and others. Sitting in Marie's old chair is **Tom Daning,** who in a recent survey was voted "Guy Who Did the Least Number of Embarrassing Things in the Past Year." Tom's oddest habit is his ability to come in like an ostrich and go out like a hump-backed whale.

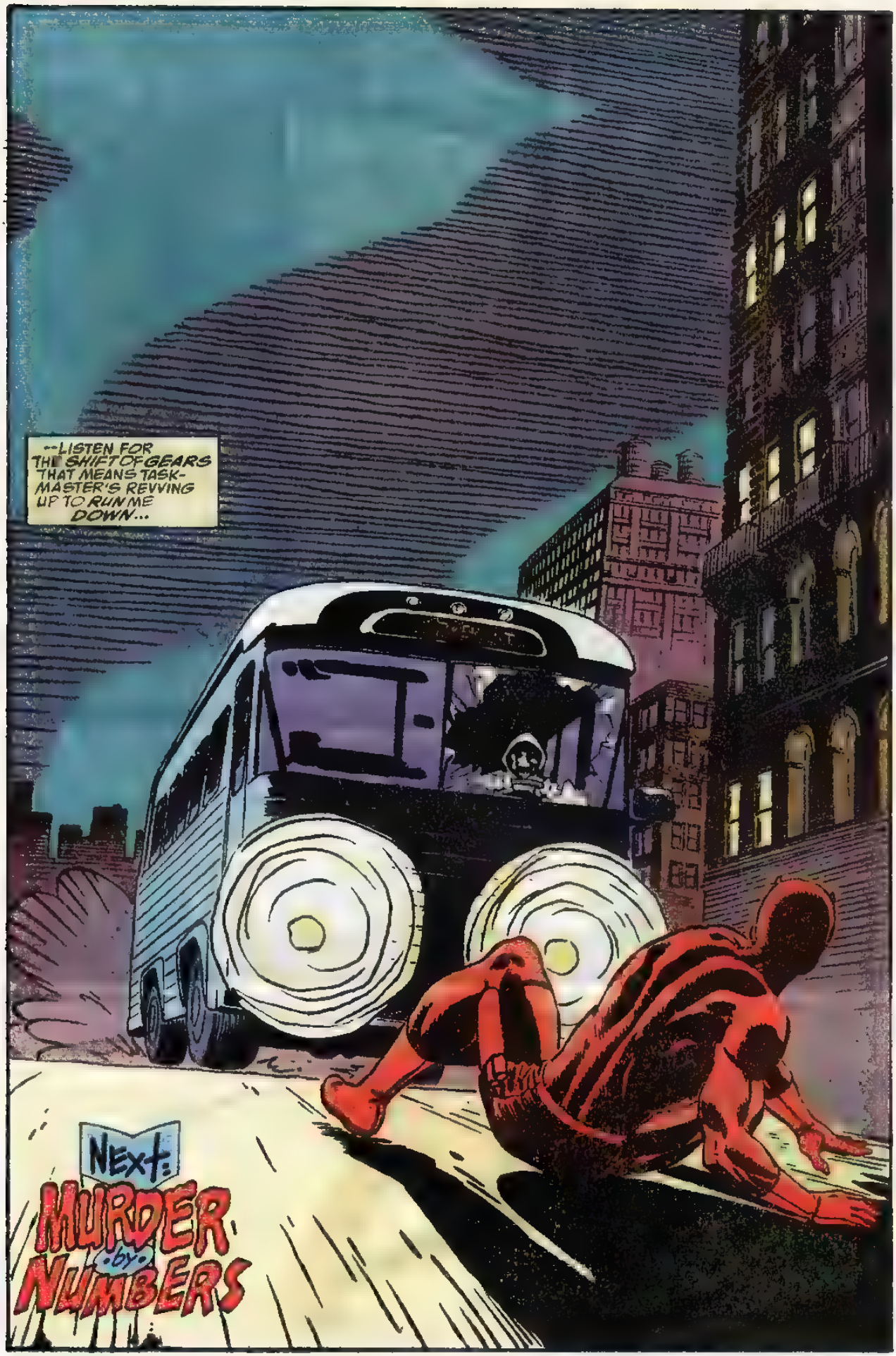
Occupying Tom's old desk, if "desk" it can be called, is newcomer **Mike Lackey,** the latest assistant editor on MARVEL AGE. Little is know about Mike, save that he has expressed a strong desire to someday come in like a woodchuck and go out like a yak.

Finally, let's all give a hearty "Thanks a lot, pal!" to **Dan Slott,** who ably filled in as Ralph Macchio's assistant while **Michael Heisler** took three months off to collect his thoughts. Having completed his collection, Mike is now back where he belongs, under Ralph's watchful eye. Mike had initially come in like a prehistoric wooly mammoth, left rather abruptly like a koala bear, and returned just in the nick of time, like a penguin.

We can't say exactly what creatures Dan came and went as, since his time with us was so short. But the winds whisper tales of a man who enters like a hedgehog and departs like a gibbon. Could Dan, in fact, be this man? Only time will tell.

The convention season always comes upon us like a horde of locusts, and goes out like a gaggle of geese. And what better way to kick it off than with the wonderful *Wonder-Con*? The Wonder-Con will be held Friday, April 26 through Sunday, April 28 at the Oakland Convention Center in Oakland, CA. For info, call (415) 352-5841. Confirmed Marvelistic guests include **Tom DeFalco, Mark Gruenwald, Chris Claremont, Rob Liefeld, Jim Lee, Ron Lim,** and hordes of others yet to be confirmed, so plan to attend, friend!


HOW'S THAT NEW REP AGAIN, TOMBSTONE!
ULLF!
OR ARE YOU STILL STICKING TO THE "RULES"?
TELL THE JUDGES THIS ONE WAS A FREEBIE!
MY MUSCLES ARE SCREAM-ING SO LOUD THEY CAN'T HEAR ME TELLING THEM TO MOVE.
CAN'T WAIT FOR THEM TO COME AROUND. HAVE TO FOCUS PAST THEM--QUIET THEIR HOWL LONG ENOUGH TO LISTEN--
--LISTEN FOR THE SOUND I WANT SO MUCH TO HEAR-- I NEED TO HEAR--


--LISTEN FOR THE SHIFT OF GEARS THAT MEANS TASK-MASTER'S REVVING UP TO RUN ME DOWN...
NEXT:
MURDER by NUMBERS

DEVIL'S ADVOCATE

RALPH MACCHIO: EDITOR — MICHAEL HEISLER: ASSISTANT EDITOR
C/O MARVEL COMICS — 387 PARK AVENUE SOUTH — NEW YORK, NEW YORK — 10016

ATTENTION CORRESPONDENTS: ALL LETTERS TO BE CONSIDERED FOR PUBLICATION MUST INCLUDE YOUR NAME AND ADDRESS THOUGH WE WILL WITHHOLD THAT INFO BY REQUEST!

...NO-PRIZE NEWSFLASH!...

Now hear this, loyal Marveloids! With the dawn of a new decade, we've decided to revamp and update our policy on the awarding of those nifty *no-prizes* you hear mention of in many a Marvel mag. Henceforth, no-prizes will be awarded for one thing and one thing only — *meritorious service to Marvel above and beyond the call of duty.* What constitutes "meritorious service"? Lots of things could! Like sending a box of comics to the children's wing of a hospital. Or compiling a chronological cross-title index to a character's appearances. Or coming up with an explanation for a major discontinuity or discrepancy. Your imagination's the limit. So if you think spotting a misspelled word or a miscolored boot is worth a no-prize, you're living in the wrong decade! This policy is in effect for all Marvel titles whose editors award no-prizes.

Dear Marvel,

I've just recently started buying DD thanks to a nagging friend and I must say that you have one excellent title on your hands! Lee Weeks gives the comic just the right amount of doom and gloom! Ann Nocenti is doing a great job of writing! I can't wait to see DD bash Bullseye's face in when he recovers his memories. With Foggy Nelson back working on the DD case I figure that by this time next year he will have his legal license back. When his memories return will DD go back to Karen Page or will he stay with Nyla? My vote is for Karen. Once again let me thank you for a wonderful comic.

Scott Pasch
4910 Heversham Ct.
Fairfax, VA 22032

Well, Scott, as you've seen by now, for the time being DD isn't keeping company with either Nyla or Karen. With this very issue we welcome new writer *Dan Chichester* to the book, and it'll be up to Dan to decide whether or not Matt remains a lonely, miserable, pathetic single guy with no social life (not that we're trying to push him in any direction, of course).

Dear Marvel,

Let me start off by saying that I am overjoyed that Daredevil is back in Hell's Kitchen. When I saw issue #288, my heart beat stronger than normal. I didn't know what to expect but another boring issue of "Jack" (Matt) Murdock and his problems dealing with the streets of New York. It wasn't anything like that. I took a look at the cover and, to my surprise, love (more than hate for making me wait this long) came over me when I saw Wilson Fisk (The Kingpin) and the mighty Bullseye on the front cover. All of Daredevil's life flashed before my eyes. I could not believe the issue that all of us faithful Daredevil readers have been waiting for is finally here. Thank you Ms. Nocenti for bringing DAREDEVIL back to life.

Now for the questions I am sure all the readers want to ask. I know that you are clearing up some of the problems but the fans want to know a little more. *Will the Daredevil/Nelson/Page/Typhoid story be solved?* It makes me angry that you don't give us a clue of what has happened to these characters which mean so much to us. And how about Elektra? For the true fans of Elektra, a simple dream will not set our minds at ease. I truly believe that if Matt cannot live with Karen, the woman he adores, then Elektra is the only substitute.

George Hasso
811 Marilyn Way
Covina, CA 91722

And now a vote for Elektra! Are you guys trying to tell us something?

Dear Devil's Advocate,

I think you all have made a wise choice in appointing Lee Weeks as your regular penciler. Lee's work shows a lot of potential for greatness. I see a lot of similarities between it and David Mazzuchelli's style. Just re-reading Lee's last few issues, I noticed improvement in each issue. I can't believe how much his work has improved since those exciting issues of JUSTICE. I applaud the decision and hope to see Lee soar to the rank of fan-favorite real soon!

The story has been very exciting as of late. I am anxiously awaiting Matt's showdown with Bullseye next issue. I also hope that with #300 coming up soon, there will be a showdown with Kingpin forthcoming. Any chances of "the fat man" being put away for a while?

I have a question for you that has been bothering me for quite a while. I wrote a letter to CAPTAIN AMERICA during the "Streets of Poison" storyline asking about Bullseye. Is he a mutant? Is his ability to never miss genetic or was it learned? Please answer this question for me as it will end a long standing bet between me and a couple of my friends. Thank for listening!

William Pattison
2547 Westwind Dr. NW
Olympia, WA 98502

Lee thanks you for the kind words, William (which we echo). As for Bullseye, he's no more a mutant than anyone else with a particularly strong throwing arm and good hand-to-eye coordination — although he *is* the best at it.

Dear Marvel,

Judging by "The Student" in DD #288, Ann Nocenti is determined to put our hero through much more pain and punishment before he emerges, hopefully stronger, a worthy man once again. The notable thing about her stories these past couple of years is that rather than use a different set of adversaries each issue, Ann's stuck with a relatively tight and small cast and built her observations around them, and the stories are all the better as a result of that strategy. Using people like the Kingpin, Bullseye, Stick and Elektra over and over means that their motivations and actions carry much more weight than, say, the homicidal tendencies of villain-of-the-month. Like in real life, it's a few consistent relationships that make the difference.

As for Bullseye, he should know that most people would realize that, as the tramp realized, he's not really DD. Even in the sensationalist world of the Daily Bugle, the conclusion that Daredevil has gone insane shouldn't be so quickly arrived at. Indeed, it's surprising that Ben Urich isn't also putting two and two together and trying to help his sick friend. Karen and Foggy will have similar roles to play — but we can do without all those super-powered villains of other titles! This is not a normal super-hero book, for those still reading comics after a number of years. .

Malcolm Bourne
2 & 4 Bye Road
Shuttleworth, Ramsbottom
Bury, Lancashire BLO OHH
England

Don't be too hard on Ben, Malcolm — he didn't have a lot of the inside facts that the rest of us had. And as you've no doubt already seen, Foggy's been very instrumental in helping Matt readjust.

Dear Marvel,

For as long as I've been reading DAREDEVIL, Bullseye has been a fearsome opponent for old Hornhead. I'm tempted to say 'arch foe,' but the Kingpin ties him for that title.

Still, Bullseye was the first villain DD faced when I started reading this title regularly, over 160 issues ago, and I jumped on the bandwagon just in time to see the epic DD/Bullseye/Elektra battle which was the highlight of Frank Miller's initial period on this title. That showdown between DD and Bullseye was excellently told, with DD dropping Bullseye from a great height, going for revenge over justice.

Since then (and the subsequent meeting in DD #191 where the two characters indulge in a bizarre game of Russian roulette), I have been patiently waiting for Bullseye to return for his revenge. In issue #200 Bullseye had finally recovered physically, but mentally he was still shattered by his earlier defeat at DD's hands, and in this issue he was easily defeated once more. Since then, Bullseye has been in prison up until the recent breakout in CAPTAIN AMERICA. Years of bitterness over his defeats have built up inside him, and finally pushed him over the edge. Now he has the ability — both mentally *and* physically — to give back what he got. I almost find myself rooting for Bullseye.

Whatever happens as this story unfolds further, I know that it'll be worth the wait, because for the first time since those Frank Miller issues nine years ago, I find myself terrified by Bullseye.

All this and Elektra too! Wow, deja vu or what?

Rol Hirst
Rushgrove Farm
Holt Head, Slaithwaite
Huddersfield, W. Yorks
HD7 5TY
England

What? (Sorry, couldn't resist.)

NEXT ISSUE: A lot more happens than you might think! No kidding — Dan and Lee (and returning *inker Al Williamson*) are just getting started! Be here next month for "MURDER BY NUMBERS!"

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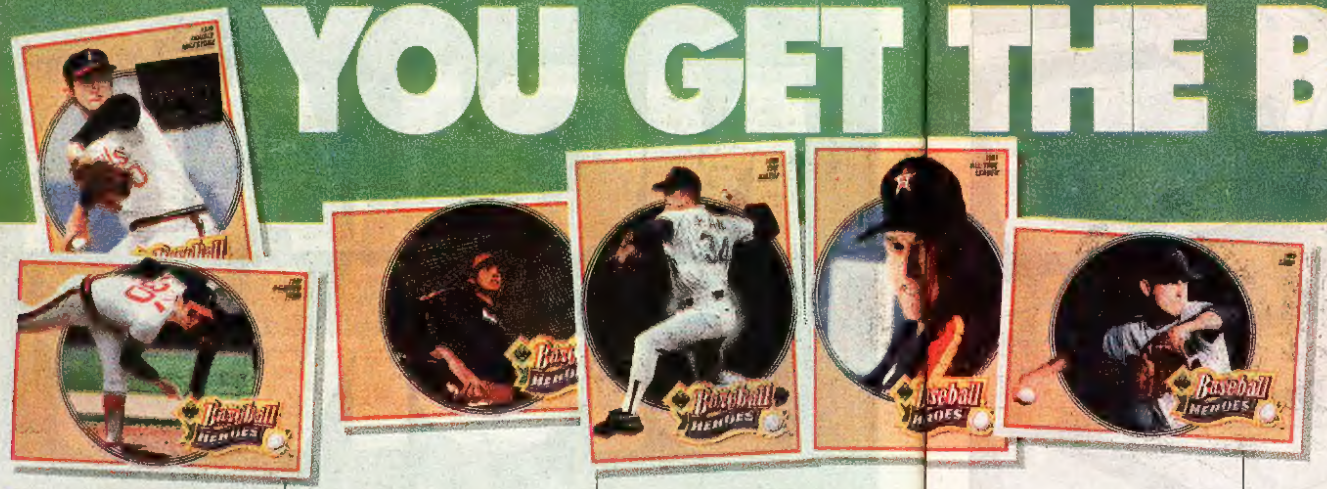

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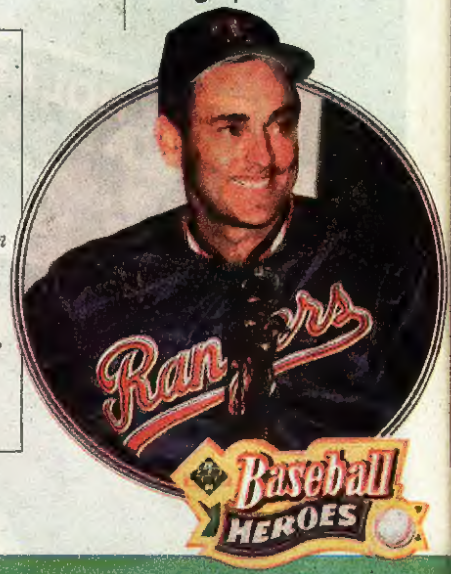

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